

# Today's "Plan" — Wednesday January 3, 2023

## STEAM

- Attendance/Seating Chart
- Briefly discuss the class
- What will you need for this class?
  - A-Z activity
- Getting Acquainted Activity
- Begin constructing Keynote/Google Slide

**S** Science

**T** Technology

**E** Engineering

**A** Art

**M** Math

# Possible STEAM Activities/Topics

- Website Design
- Coding
- The Design Process
- CAD/3-D Printing
- Drones
- Engineering Contests
- Robotics
- Entrepreneurship
- Podcasts
- Art
  - Christmas cards
  - Laser engraving
  - Spirit buttons
- School Store
- Content for our YouTube channel
- Science Festival for elementary school

# Today's "Plan" — Wednesday January 3, 2023

## Robotics

- Attendance/Seating Chart
- Briefly discuss the class
  - Class cap
- Getting Acquainted Activity
- Begin constructing Keynote/Google Slide



# What will you need to be successful in this class?



Be **ON** time.  
Use **YOUR** time.  
Respect **OUR** time.

## **Materials for this class:**

- ✓ Writing utensil (pen, pencil, I don't really care!)
- ✓ iPad

- If asked **nicely** to do something (or not do something)... DO IT!
- If something doesn't pertain to you, LEAVE IT ALONE!

# Getting Acquainted Activity

- You will be interviewing your new friend (table partner). You write their answers down on your sheet.
- Once you finish, pick 4 of those items to make a presentation on.
- When finished, place it in the “Turn In Box”

# Today's "Plan" — Thursday January 4

## STEAM

- Attendance/Brain Stretcher
  - Go to [estesparksteam.com](http://estesparksteam.com) for the Brain Stretcher
- Questions/Reminders from yesterday
  - Email activity
- Show Frey's "Getting Acquainted"
- Continue/Finish Getting Acquainted Activity
  - Submit TWO assignments Schoology
    - *Sheet: Getting Acquainted*
    - *Presentation: Getting Acquainted*
- Begin/Continue constructing Keynote/Google Slide
- Present some "Getting Acquainted" activities at the end?

# What will you need to be successful in this class?



Be **ON** time.  
Use **YOUR** time.  
Respect **OUR** time.

## **Materials for this class:**

- ✓ Writing utensil (pen, pencil, I don't really care!)
- ✓ iPad

- If asked **nicely** to do something (or not do something)... DO IT!
- If something doesn't pertain to you, LEAVE IT ALONE!

# Email Activity

Compose an email to **joe\_frey@estesschools.org** or  
**joe\_frey@psdr3.k12.co.us**

For the subject, type "**STEAM Topics**"

Looking at the "Possible STEAM Activities/Topics" list:

## **Things I have done**

(List things you have experience in)

## **Things I would most be interested in:**

(List at least 3 things you would be most interested in)

Feel free to include something that is not included on the list.

**When finished answering those, hit SEND and then flip 'em flat.**

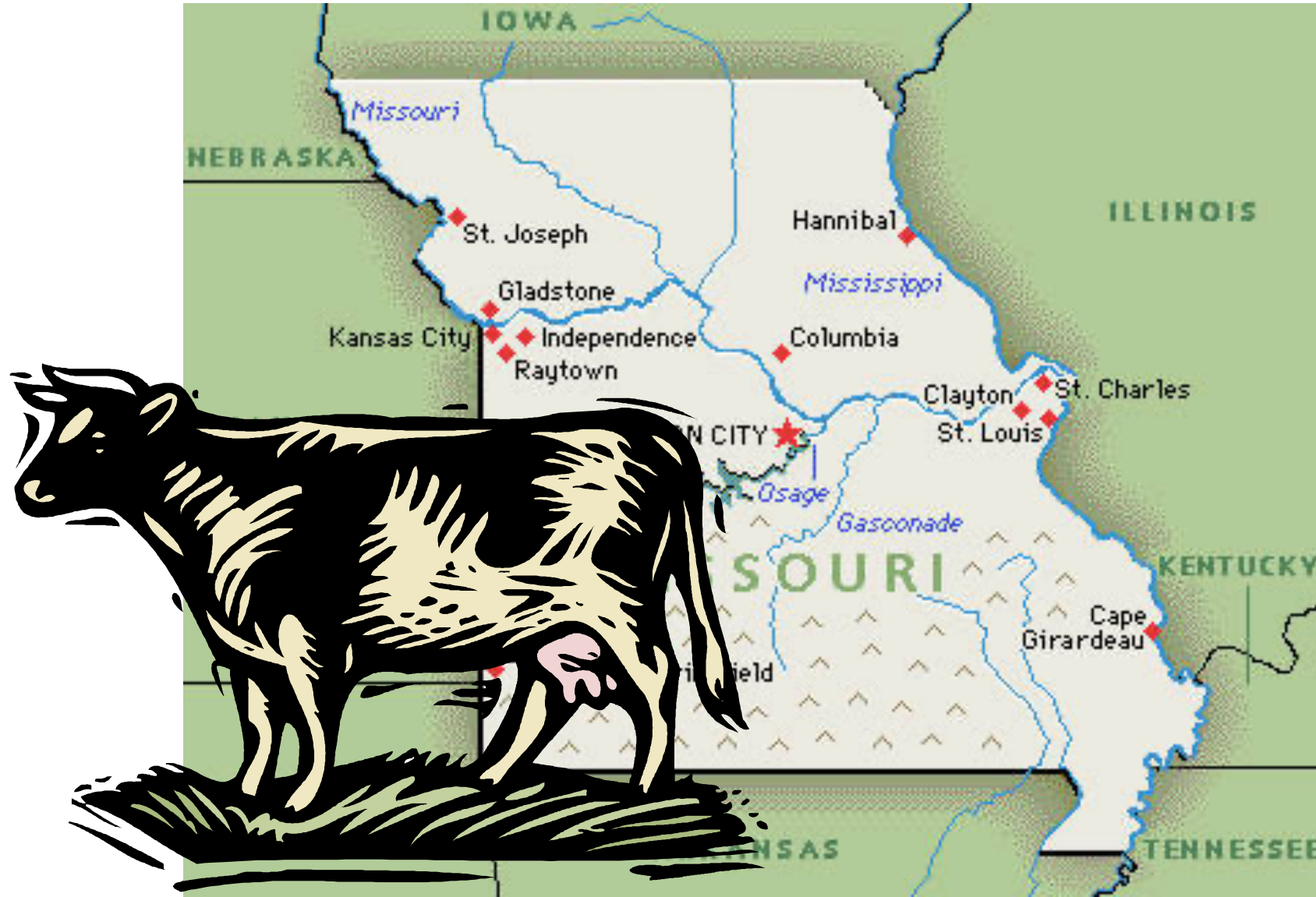


# My friend is Joe Frey

- **His favorite hobby is fishing**
  - Fishes over 100 days a year.
- **His favorite place that he has visited is Alaska**
  - Wants to live there someday.
- **Something he is good at is shooting**
  - Won a World Championship in competitive pistol shooting in 2014.
- **He is scared of snakes!**
  - Had lots of snakes growing up in the Ozarks.



# Joe Frey







Colorado  
State  
University







































# Joe Frey





# My friend is Joe Frey

- **His favorite hobby is fishing**
  - Fishes over 100 days a year.
- **His favorite place that he has visited is Alaska**
  - Wants to live there someday.
- **Something he is good at is shooting**
  - Won a World Championship in competitive pistol shooting in 2014.
- **He is scared of snakes!**
  - Had lots of snakes growing up in the Ozarks.



- Continue/Finish Getting Acquainted Activity
  - You will end up submitting TWO assignments Schoology
    - **Sheet: Getting Acquainted** (take a picture of the sheet)
    - **Presentation: Getting Acquainted** (this is your Google Slide/Keynote presentation)

# Today's "Plan" — Thursday January 4, 2023

## *Robotics*

- Attendance/Seating Chart/Brain Stretcher
  - Won't be doing announcements at end of day
- Any questions from yesterday?
- Email Survey
  
- Continue Getting Acquainted Activity
  
- When finished, submit to Schoology. It is called:
  - **About Me Presentation**



# What will you need to be successful in this class?



Be **ON** time.  
Use **YOUR** time.  
Respect **OUR** time.

## **Materials for this class:**

- ✓ Writing utensil (pen, pencil, I don't really care!)
- ✓ iPad

- If asked **nicely** to do something (or not do something)... DO IT!
- If something doesn't pertain to you, LEAVE IT ALONE!

# Email Survey

Compose an email to **joe\_frey@estesschools.org** or **joe\_frey@psdr3.k12.co.us**

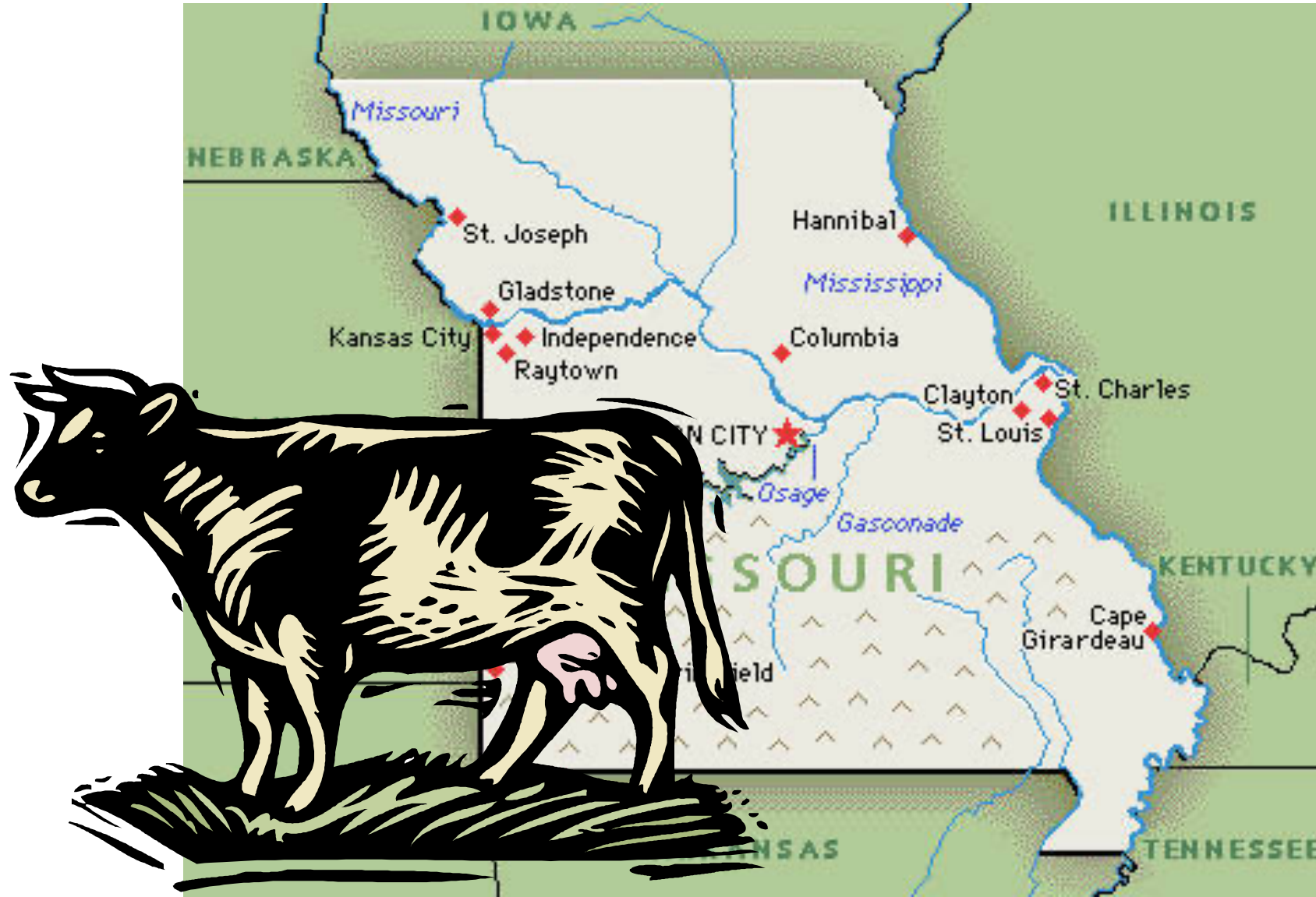
For the subject, type "**Survey**"

On a scale of 1-5 (1 is low, 5 is high), rate yourself in the following:

1. I work well in groups.
2. I enjoy working in groups.
3. I am good at robotics and/or coding.
4. I enjoy coding.
5. I work well independently.
6. I can take written instructions and work well using them.

**When finished answering those, hit SEND and then flip 'em flat.**

# Joe Frey







Colorado  
State  
University







































# Joe Frey





# Today's "Plan" — Freyday January 5, 2024

## STEAM

- Attendance/Brain Stretcher (go over yesterday's with 6<sup>th</sup> grade)
  - Go to [estesparksteam.com](https://estesparksteam.com) for the Brain Stretcher
- Questions/Reminders
- Anyone ready to present their "Getting Acquainted" activity?
  
- Finish "Getting Acquainted" activities.
  - When finished, submit to Schoology. It is called:
    - **Presentation: Getting Acquainted**
    - The handout with questions should be submitted to:
      - **Sheet: Getting Acquainted**
  
- If time, Blooket at the end.

# Today's "Plan"—Freyday January 5, 2023

## *Robotics*

- Attendance/Seating Chart/Brain Stretcher
  - Won't be doing announcements at end of day
- Any questions from yesterday?
- Continue Getting Acquainted Activity
- When finished, submit to Schoology. It is called:
  - **About Me Presentation**
  - If time, Blooket at the end



# Today's "Plan"—Monday January 8, 2024

## STEAM

- Attendance
- Make sure assignments are submitted to Schoology
  - **Sheet: Getting Acquainted**
  - **Presentation: Getting Acquainted**
- Kahoot Brain Stretcher
- Begin **Boat Planning** while others finish **Presentation: Getting Acquainted**
- Do a few "Getting Acquainted" presentations towards the end

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?

## **Boat Building Project:**

- Materials provided:
  - Aluminum foil (3' x 1')
  - 10 straws
  - Duct Tape
- Only thing you can add on own:
  - 1 layer of cardboard for floor
  - Cardboard must be on the inside of the aluminum foil

***Make sure and put your name on your boat!***



# Today's "Plan"—Monday January 8, 2024

## STEAM

- Attendance
- Make sure assignments are submitted to Schoology
  - **Sheet: Getting Acquainted**
  - **Presentation: Getting Acquainted**
- Kahoot Brain Stretcher
- Begin **Boat Planning** while others finish **Presentation: Getting Acquainted**
- Do a few "Getting Acquainted" presentations towards the end

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?

# Today's "Plan" — Monday January 8, 2023

## *Robotics*

- Attendance
- Do a few more "About Me Presentations"
- **A.5.** "It's Your Future" Matching Exercise using PDF's from [estesparksteam.com](http://estesparksteam.com)
- **A.6.** "Imagine a Robot"
- When you finish, take pic & submit each to Schoology
- Finish making your **About Me Presentation** if not done



# Today's "Plan"—Tuesday January 9, 2024

## STEAM

- Attendance.
- Do a few "Getting Acquainted" presentations
  - These should be turned into **Presentation: Getting Acquainted** in Schoology.
- Reminder on materials
- Finish **Boat Planning**
  - Show to Frey
  - Take pic, submit to Schoology.
- Begin building boats

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?

## **Boat Building Project:**

- Materials provided:
  - Aluminum foil (3' x 1')
  - 10 straws
  - Duct Tape
- Only thing you can add on own:
  - 1 layer of cardboard for floor
  - Cardboard must be on the inside of the aluminum foil

***Make sure and put your name on your boat!***



# Today's "Plan"—Tuesday January 9, 2023

## *Robotics*

- Attendance
- Do a few more "About Me Presentations"
- Get your sheet from yesterday.
  - **Matching Quiz** on Schoology.
    - This is for a summative grade, so there should be no talking. You can only use your sheet from yesterday to help you.
- Begin learning robot parts.

# Today's "Plan"—Wednesday January 10, 2024

## STEAM

- Attendance/Brain Stretcher.
- Review a few unique things about this classroom.
- Do a few "Getting Acquainted" presentations
  - These should be turned into **Presentation: Getting Acquainted** in Schoology.
- Reminder on materials
- Finish **Boat Planning**
  - Show to Frey
  - Take pic, submit to Schoology.
- Begin building boats

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?



## **Boat Building Project:**

- Materials provided:
  - Aluminum foil (3' x 1')
  - 10 straws
  - Duct Tape
- Only thing you can add on own:
  - 1 layer of cardboard for floor
  - Cardboard must be on the inside of the aluminum foil

***Make sure and put your name on your boat!***

# Today's "Plan" — Wednesday January 10, 2023

## *Robotics*

- Attendance/Brain Stretcher
- Review a few unique things about this classroom.
- Do a few more "About Me Presentations"
- Get your sheet from yesterday.
  - **Matching Quiz** on Schoology.
    - This is for a summative grade, so there should be no talking. You can only use your sheet from yesterday to help you.
- Begin learning robot parts.
  - When finish, take pic and submit to **B5 Robot Parts**



# Today's "Plan"—Thursday January 11, 2024

## STEAM

- Attendance/Brain Stretcher.
- Do a few "Getting Acquainted" presentations
  - These should be turned into **Presentation: Getting Acquainted** in Schoology.
- Reminder on materials
- Finish **Boat Planning**
  - Show to Frey
  - Take pic, submit to Schoology.
- Continue building boats

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?

## **Boat Building Project:**

- Materials provided:
  - Aluminum foil (3' x 1')
  - 10 straws
  - Duct Tape
- Only thing you can add on own:
  - 1 layer of cardboard for floor
  - Cardboard must be on the inside of the aluminum foil

***Make sure and put your name on your boat!***



# Today's "Plan" — Thursday January 11, 2024

## *Robotics*

1. Attendance/Brain Stretcher
2. Finish **B5 Robot Parts** assignment from yesterday.  
Use pdf on [estesparksteam.com](https://estesparksteam.com)
3. Do **B5 Quiz—Robot Parts** on Schoology quiz using your Robot Parts sheet.
4. Look at side TV, if your name is up there, get caught up!
  1. **About Me Presentation**
  2. **A5** (fill in definitions)
  3. **A6** (designing a robot)
  4. **Matching Quiz** (on Schoology, use your A5 sheet)
5. If time at the end, show a few "About Me" presentations

# Today's "Plan"—Freyday January 12, 2024

## STEAM

- Attendance/Brain Stretcher.
- Who is ready to test their boat?
- Test boats.
- Finish building boats.
- If time at end, do a few "Getting Acquainted" presentations
  - These should be turned into **Presentation: Getting Acquainted** in Schoology.

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?



## **Boat Building Project:**

- Materials provided:
  - Aluminum foil (3' x 1')
  - 10 straws
  - Duct Tape
- Only thing you can add on own:
  - 1 layer of cardboard for floor
  - Cardboard must be on the inside of the aluminum foil

***Make sure and put your name on your boat!***

# Today's "Plan" — Freyday January 12, 2024

## *Robotics*

1. Attendance/Brain Stretcher
2. Look at side TV, if your name is up there, get caught up!
  1. **About Me Presentation**
  2. **A5** (fill in definitions)
  3. **A6** (designing a robot)
  4. **Matching Quiz** (on Schoology, use your A5 sheet)
3. Go to Robotics room, quick tour/Do's and Don'ts
4. For those who are done, begin building first robot.



# Today's "Plan" — Tuesday January 16, 2024

## STEAM

- Attendance/Brain Stretcher.
- Who is ready to test their boat?
- Test boats.
- Finish building boats.
- If time at end:
  - Boat Evaluation paragraph
  - Do a few "Getting Acquainted" presentations
    - These should be turned into **Presentation: Getting Acquainted** in Schoology.

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?

# Boat Evaluation

1. What were some things you did well with your boat?
2. What will you do to improve your next boat?

A proper paragraph should have:

- ✓ A topic/introductory sentence
- ✓ Detail sentences in the middle
- ✓ A conclusion sentence at the end

Submit to **Boat Evaluation #1** in Schoology.



# Boat Evaluation #1

1. What were some things you did well with your boat?
2. What will you do to improve your next boat?

*In STEAM, we had a contest to see who could build the boat that held the most weight. One thing that went well with my boat was \_\_\_\_\_ . Another good quality of my boat was \_\_\_\_\_ . To improve my boat, next time I will \_\_\_\_\_ . This should help my boat perform better in the next contest.*

## **Boat Building Project:**

- Materials provided:
  - Aluminum foil (3' x 1')
  - 10 straws
  - Duct Tape
- Only thing you can add on own:
  - 1 layer of cardboard for floor
  - Cardboard must be on the inside of the aluminum foil

***Make sure and put your name on your boat!***



# Today's "Plan" — Wednesday January 17, 2024

## STEAM

- Attendance/Brain Stretcher.
- Do a couple of "Getting Acquainted" presentations
  - These should be turned into **Presentation: Getting Acquainted** in Schoology.
- Finish building boats/testing boats.
- If time at end:
  - Boat Evaluation paragraph

### **Learning Target:**

- Can I design a boat that will hold the most amount of weight?

# Today's "Plan"—Thursday January 18, 2024

## STEAM

- Attendance/Brain Stretcher.
- Do a couple of "Getting Acquainted" presentations
  - These should be turned into **Presentation: Getting Acquainted** in Schoology.
- Finish building boats/testing boats.
- 6 & 7th Grade:
  - Boat Evaluation paragraph
- 8<sup>th</sup> grade
  - Finish Boat Evaluation paragraphs
  - Archimede's Principle/How Do Boats Float?
  - Begin planning 2<sup>nd</sup> boat

### **Learning Target:**

- How am I going to improve the performance of my boat?



# Archimedes' Principle

Archimedes' Principle states that the buoyant force acting on a submerged object is equal to the weight of the fluid the object displaces.



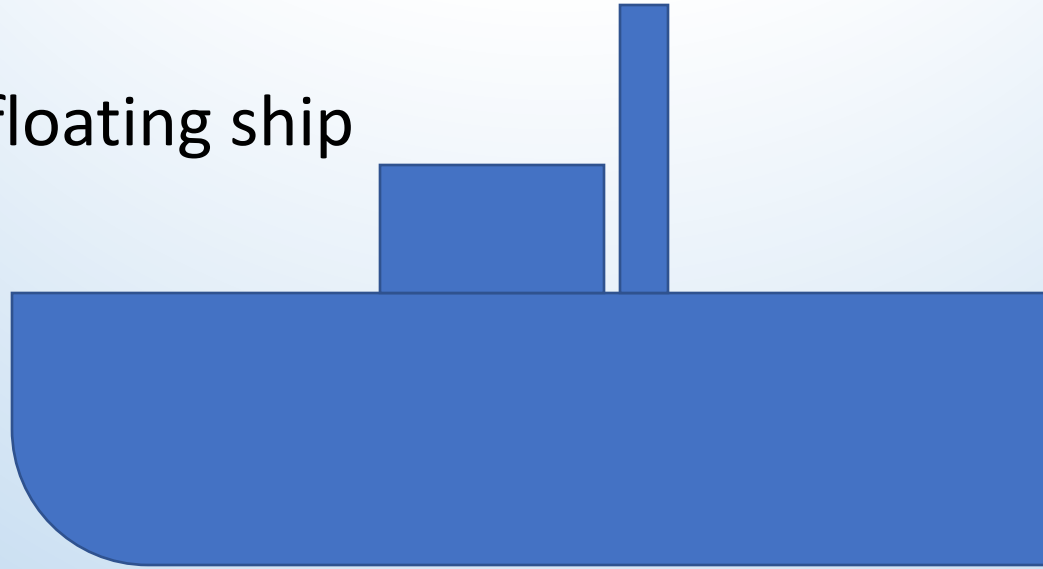






**Buoyant Force**—force of a fluid pushing up on an object to allow it to float.

ex: a floating ship



As long as the amount of water displaced by the ship can equal the weight of the ship, it will float.



If the weight of the ship/object exceeds (is greater than) the weight of the water that it displaces, it will sink.



# Today's "Plan"—Thursday January 18, 2024

## STEAM

- Attendance/Brain Stretcher.
- Do a couple of "Getting Acquainted" presentations
  - These should be turned into **Presentation: Getting Acquainted** in Schoology.
- Finish building boats/testing boats.
- 6 & 7th Grade:
  - Boat Evaluation paragraph
- 8<sup>th</sup> grade
  - Finish Boat Evaluation paragraphs
  - Archimede's Principle/How Do Boats Float?
  - Begin planning 2<sup>nd</sup> boat

### **Learning Target:**

- How am I going to improve the performance of my boat?



# Today's "Plan"—Freyday January 19, 2024

## STEAM

- Attendance/Blooket Brain Stretcher
- Curious George for 6<sup>th</sup> & 7<sup>th</sup>
- 6 & 7th Grade:
  - Boat Evaluation paragraph
  - Begin planning 2<sup>nd</sup> boat
  - Begin building 2<sup>nd</sup> boat
- 8<sup>th</sup> grade
  - Boat Evaluation paragraphs
  - Begin building 2<sup>nd</sup> boat
- If time, Blooket at end

### *Learning Target:*

- How am I going to improve the performance of my boat?

# Today's "Plan" — Monday January 22, 2024

## STEAM

- Attendance/Brain Stretcher
- Is there anyone who has not tested Boat #1?
- **Boat Evaluation #1** paragraph should be in.
  - Continue planning & building 2<sup>nd</sup> boat
- If time, begin testing 2<sup>nd</sup> boats.

### **Learning Target:**

- How am I going to improve the performance of my original boat?



# Boat Evaluation #1

1. What were some things you did well with your boat?
2. What will you do to improve your next boat?

*In STEAM, we had a contest to see who could build the boat that held the most weight. One thing that went well with my boat was \_\_\_\_\_ . Another good quality of my boat was \_\_\_\_\_ . To improve my boat, next time I will \_\_\_\_\_ . This should help my boat perform better in the next contest.*

# Today's "Plan" — Tuesday January 23, 2024

## STEAM

Attendance/Video Brain Stretcher

### 6<sup>th</sup> & 7<sup>th</sup>

- Is there anyone who has not tested Boat #1?
- Finish building boat #2/Test boats

### 8<sup>th</sup>

- Any more 2<sup>nd</sup> boats?
- **Boat #2 Reflection**
- Begin inventions

### **Learning Target:**

- How did I improve the performance of my original boat?



# Today's "Plan"—Wednesday January 24, 2024

## STEAM

Attendance/Brain Stretcher

### 6<sup>th</sup> & 7<sup>th</sup>

- Is there anyone who has not tested Boat #1?
- Test boats/Finish building boat #2
  - Boat Evaluation #2

### 8<sup>th</sup>

- Any boats left to test?
- Begin inventions
  - Continue Inventions Brainstorm List
  - Top Inventions of All Time
  - Begin the Design Process

### Learning Target:

- How did I improve the performance of my original boat?

# Today's "Plan"—Thursday January 25, 2024

## STEAM

Attendance/Brain Stretcher

### 6<sup>th</sup> & 7<sup>th</sup>

- Test boats/Finish building boat #2
  - Boat Evaluation #2

### 8<sup>th</sup>

- Continue inventions
  - Top 10 "As Seen on TV" Products
  - Continue backpack or school product planning

### Learning Target:

- How did I improve the performance of my original boat?



# Today's "Plan"—Freyday January 26, 2024

## STEAM

Attendance/Blooket Brain Stretcher

### 6<sup>th</sup> & 7<sup>th</sup>

- Test boats/Finish building boat #2
  - Boat Evaluation #2

### 8<sup>th</sup>

- Continue inventions
  - Logos
  - Continue backpack planning

### Learning Target:

- How did I improve the performance of my original boat?

# Today's "Plan"—Freyday January 26, 2024

## STEAM

- Now start identifying what are going to be the key **"selling points"** about your product. What is going to make your product unique? What about it is going to be appealing to other people?
- In the end, you will need:
  - Name for product/company
  - Key **Selling Points** (what is going to make me buy your product over others already out there?)
  - **Logo** for your product
  - Product description/**Script** for Pitch

### **Learning Target:**

- I can create an idea for a marketable backpack.

# Today's "Plan" — Monday January 29, 2024

## STEAM

### Attendance

#### 6<sup>th</sup> & 7<sup>th</sup>

- Any boats left to test? Finish Boat Evaluation #2
- Begin Inventions
  - Top Inventions of All Time

#### 8<sup>th</sup>

- Continue inventions
  - Logo Activity
  - Selling Points (what are 4-5 things that are going to make your product different than others?)
  - Logo (make sure you also have a name for your product)
  - Script for your pitch

#### Learning Target:

- I can create an idea for a new product.



## Boat #2 Evaluation

1. How did your performance change from Boat 1 to Boat 2?
2. What were some specific things you did that led to those changes?

3. Be sure to have:
  1. *A topic/introductory sentence.*
  2. *At least 3 detail sentences.*
  3. *A conclusion sentence.*

### Learning Target:

- How did I improve the performance of my original boat?

# Today's "Plan"—Tuesday January 30, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Brain Stretcher

### 6<sup>th</sup> & 7<sup>th</sup>

- Any boats left to test? Finish Boat Evaluation #2
- Continue Inventions
  - Top Inventions of All Time—7<sup>th</sup> grade watch video
  - Designing a Better Backpack
    - Brainstorm ideas
    - Key selling points

### Learning Target:

- I can create an idea for a new product.

# *The Design Process*

## Designing a Better Backpack

- ✓ You are given the task of creating a better backpack.
- ✓ Who is going to be your target audience?
  - ✓ What is the purpose of this backpack?
    - ✓ School? Sports? Business person? Hiker? Camper? Hunter? Fisherman? Pet owner? Etc.....

### *Learning Target:*

- How do engineers go about creating new ideas and innovations?

### *Your Task (write this on a sheet of paper—no iPads!):*

1. Write down what type of backpack you are going to design (specific purpose or specific use?)
2. Brainstorm a list of at LEAST 15 things you want in a better backpack.
3. Submit to *Backpack Brainstorm List* on Schoology



# Today's "Plan" — Tuesday January 30, 2024

## 8<sup>th</sup> STEAM

Attendance/Brain Stretcher

### 8<sup>th</sup>

- Continue inventions
  - Accidental Inventions
  - **Selling Points** (what are 4-5 things that are going to make your product different than others?)
  - **Logo** (make sure you also have a name for your product)
  - Will begin scripts tomorrow

### **Learning Target:**

- I can create an idea for a new product.

## Boat #2 Evaluation

1. How did your performance change from Boat 1 to Boat 2?
2. What were some specific things you did that led to those changes?

3. Be sure to have:
  1. *A topic/introductory sentence.*
  2. *At least 3 detail sentences.*
  3. *A conclusion sentence.*

### Learning Target:

- How did I improve the performance of my original boat?

# Today's "Plan"—Wednesday January 31, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Brain Stretcher

### 6<sup>th</sup> & 7<sup>th</sup>

- Finish Boat Evaluation #2
- Video: Accidental Inventions
  - Designing a Better Backpack
    - Review Brainstorm ideas
    - Video: Scrub Daddy!
    - Finish Backpack Brainstorm List
    - Identify Selling Points (come up with 4-5 key things that are going to make your product unique from others).
      - Submit to Selling Points in Schoology.
- If time, begin logos

### Learning Target:

- I can create an idea for a new product.



# *The Design Process*

## Designing a Better Backpack

- ✓ You are given the task of creating a better backpack.
- ✓ Who is going to be your target audience?
  - ✓ What is the purpose of this backpack?
    - ✓ School? Sports? Business person? Hiker? Camper? Hunter? Fisherman? Pet owner? Etc.....

### *Learning Target:*

- How do engineers go about creating new ideas and innovations?

### *Your Task (write this on a sheet of paper—no iPads!):*

1. Write down what type of backpack you are going to design (specific purpose or specific use?)
2. Brainstorm a list of at LEAST 15 things you want in a better backpack.
3. Submit to *Backpack Brainstorm List* on Schoology

# Today's "Plan"—Thursday February 1, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Logos Brain Stretcher (not the one on estesparksteam.com)

### 6<sup>th</sup> & 7<sup>th</sup>

- Logos activities
- Video: Top 10 Logos
- Continue Designing a Better Backpack
  - Finish **Backpack Brainstorm List**
  - Identify **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
- Begin coming up with a catchy name and a **Logo**.

### **Learning Target:**

- I can create an idea for a new product.

# Today's "Plan"—Freyday February 2, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Blooket Brain Stretcher

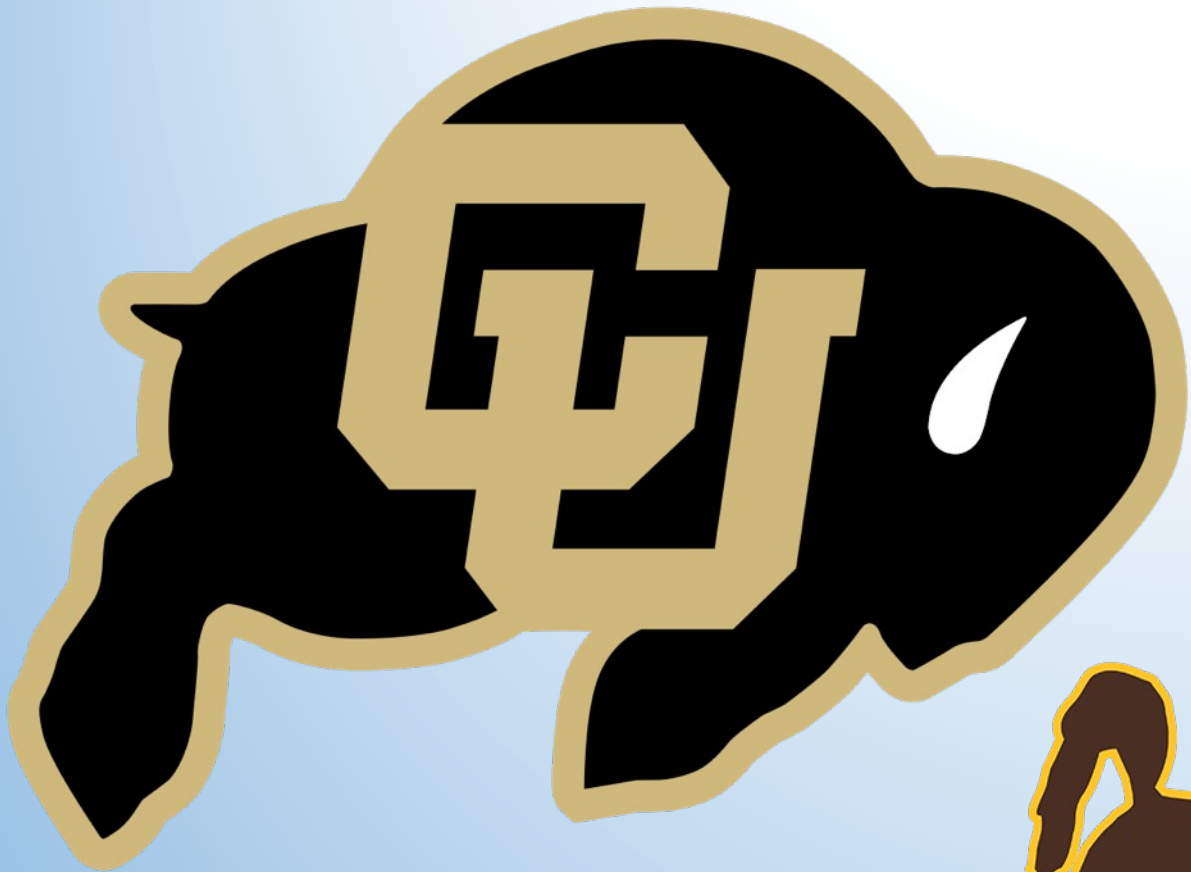
### 6<sup>th</sup> & 7<sup>th</sup>

- Logos activity
- Continue Designing a Better Backpack
  - Finish **Backpack Brainstorm List**
  - Identify **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
- Begin coming up with a catchy name and a **Logo**.

### **Learning Target:**

- I can create an idea for a new product.







JARED





Wordmark

(Coca-Cola)

Pictorial

(Apple, Target)

Abstract icon

(Nike, Pepsi)

Logo System

(MTV, Google)



# The Design Process

1. Define Problem
2. Research
3. Develop Possible Solutions (Brainstorm ideas)
4. Develop a Solution
5. Build a Prototype
6. Test
7. Evaluate

## **Learning Target:**

- How do engineers go about creating new ideas and items?

# *The Design Process*

## Designing a Better Backpack

- ✓ You are given the task of creating a better backpack.
- ✓ Who is going to be your target audience?
  - ✓ What is the purpose of this backpack?
    - ✓ School? Sports? Business person? Hiker? Camper? Hunter? Fisherman? Pet owner? Etc.....

### *Learning Target:*

- How do engineers go about creating new ideas and innovations?

### *Your Task (write this on a sheet of paper—no iPads!):*

1. Write down what type of backpack you are going to design (specific purpose or specific use?)
2. Brainstorm a list of at LEAST 20 things you want in a better backpack.

# *STEAM I: The Design Process*

## Designing a Product or Improving a Product

### *Your task (on paper/no iPads for this):*

- Brainstorm a list of possible ideas—have at least 20.
  - Take a picture of that sheet, submit that to Schoology; it is called *“Backpack Brainstorming List”*.
- Now start identifying what are going to be the key *“selling points”* about your product. What is going to make your product unique? What about it is going to be appealing to other people?
- In the end, you will need:
  - Product description
  - Name for product/company
  - Logo for your product



# Today's "Plan"—Thursday February 1, 2024

## 8<sup>th</sup> STEAM

Attendance/Brain Stretcher

**8th**

- **Selling Points** should be in (what are 4-5 things that are going to make your product different than others?)
- Scripts
  - Worst Inventions
  - Reminders on writing a Script for a Video or Pitch
    - Can make video or do live
- Continue **Logo** (make sure you also have a name for your product)
- Start writing your **Script**, preparing your slide show.

**Learning Target:**

- I can create an idea for a new product.

# Today's "Plan"—Freyday February 2, 2024

## 8<sup>th</sup> STEAM

Attendance/Blooket Brain Stretcher

### 8th

- **Selling Points** should be in (what are 4-5 things that are going to make your product different than others?)
- Scripts
  - More Billy Mays!
  - Reminders on writing a Script for a Video or Pitch
    - Can make video or do live
- Continue **Logo** (make sure you also have a name for your product)
- Start writing your **Script**, preparing your slide show.

### **Learning Target:**

- I can create an idea for a new product.

# 4 Steps To Writing a Script for your Pitch

## 1. Hook

- a) How are you going to “grab” your audience?
- b) First few seconds is all you have to keep people engaged.

## 2. Introduction

- a) Who are you?
- b) What is your product and why is it significant?

## 3. Body

- a) Now you get into the details about your product.
- b) This is where you explain your key selling points.

## 4. Call to Action

- a) Give them a reason to act NOW.
  - a) “Order now, and receive a 2<sup>nd</sup> one absolutely free!”
  - b) “Order now, and receive a 25% student discount!”

## Learning Target:

- What are the steps to use in writing a successful script for my pitch?



# Logo Activity

- With your table partner, number a sheet of paper from #1-35.
  - Don't skip lines
  - Make 2 columns all the numbers fit on one page.
- You will see a sheet of 35 logos.
  - Most of the logo is featured, but certain parts are crossed out or missing.
  - The logos go in order from left to right.
  - Name as many logos as you can.
- Open one iPad at your table
  - Make sure all unnecessary apps/websites are closed out.
  - Go to [estesparksteam.com](http://estesparksteam.com)
  - Click on "STEAM" button
  - Open "Logos" pdf... and GO!

## **Learning Target:**

- What purpose do logos serve, and what main types of logos are there?

# Today's "Plan"—Monday February 5, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Logos Brain Stretcher

### 6<sup>th</sup> & 7<sup>th</sup>

- Continue Designing a Better Backpack
- Making a Pitch
  - Video: Scrub Daddy
  - Video: Billy Mays
  - Video: Writing a Script
- These assignments should be turned into Schoology:
  - **Backpack Brainstorm List**
  - **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
  - Begin coming up with a catchy name and a **Logo**.
  - Work on your **Script**

### Learning Target:

- I can create an idea for a new product.

# Logo Activity

- With your table partner, number a sheet of paper from #1-35.
  - Don't skip lines
  - Make 2 columns all the numbers fit on one page.
- You will see a sheet of 35 logos.
  - Most of the logo is featured, but certain parts are crossed out or missing.
  - The logos go in order from left to right.
  - Name as many logos as you can.
- Take a picture, turn into Schoology under [Logo Activity](#)

## **Learning Target:**

- What purpose do logos serve, and what main types of logos are there?



# Today's "Plan" — Tuesday February 6, 2024 7<sup>th</sup> STEAM

While I'm taking attendance, do:

Schoology **Quiz: 4 Steps to Pitch**

## **Learning Target:**

- I can create an innovative idea for a new product.

# Today's "Plan" — Tuesday February 6, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Schoology **Quiz: 4 Steps to Pitch**

### **6<sup>th</sup> & 7<sup>th</sup>**

- Logos Blooket
- Continue Designing a Better Backpack
- Making a Pitch
  - Video: Writing a Script (show to 6<sup>th</sup>)
  - Video: More Billy Mays!
- These assignments should be turned into Schoology:
  - **Backpack Brainstorm List**
  - **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
  - Begin coming up with a catchy name and a **Logo**.
  - Work on your **Script**

### **Learning Target:**

- I can create an innovative idea for a new product.

# 4 Steps To Writing a Script for your Pitch

## 1. Hook

- a) How are you going to “grab” your audience?
- b) First few seconds is all you have to keep people engaged.

## 2. Introduction

- a) Who are you?
- b) What is your product and why is it significant?

## 3. Body

- a) Now you get into the details about your product.
- b) This is where you explain your key selling points.

## 4. Call to Action

- a) Give them a reason to act NOW.
  - a) “Order now, and receive a 2<sup>nd</sup> one absolutely free!”
  - b) “Order now, and receive a 25% student discount!”

## Learning Target:

- What are the steps to use in writing a successful script for my pitch?







JARED





Wordmark

(Coca-Cola)

Pictorial

(Apple, Target)

Abstract icon

(Nike, Pepsi)

Logo System

(MTV, Google)



# Today's "Plan"—Tuesday February 6, 2024

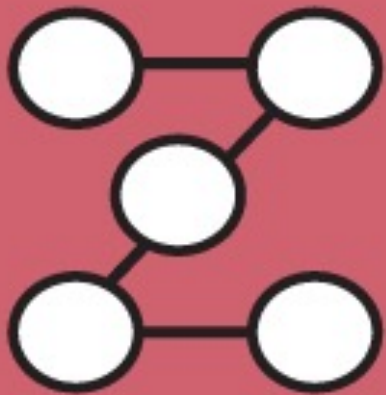
## 6<sup>th</sup> & 7<sup>th</sup> STEAM

These assignments should be turned into Schoology:

- **Backpack Brainstorm List**
- **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
- Begin coming up with a catchy name and a **Logo**.
- Work on your **Script**

### **Learning Target:**

I can create an innovative idea for a new product.



**Patterns**



**Language  
of the  
Discipline**



**Details**



**Multiple  
Perspectives**

# Today's "Plan" — Tuesday February 6, 2024

## 8<sup>th</sup> STEAM

Attendance/Blooket Brain Stretcher

### 8th

- **Selling Points** should be in (what are 4-5 things that are going to make your product different than others?)
- Scripts
  - More Billy Mays!
  - Reminders on writing a Script for a Video or Pitch
    - Can make video or do live
- Continue **Logo** (make sure you also have a name for your product)
- Start writing your **Script**, preparing your slide show.

### **Learning Target:**

- I can create an idea for a new product.

# Today's "Plan"—Wednesday February 7, 2024

## 6<sup>th</sup> STEAM

Attendance/6<sup>th</sup> Grade Schoology **Quiz: 4 Steps to Pitch**  
DO NOT SUBMIT THIS UNTIL WE GO OVER IT!

### **6<sup>th</sup> & 7<sup>th</sup>**

- Another Logos Blooket
- Video: Worst Inventions
- Continue Designing a Better Backpack
- Reminders on Making a Pitch
  - Video: More Billy Mays!
- These assignments should be turned into Schoology:
  - **Backpack Brainstorm List**
  - **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
  - Begin coming up with a catchy name and a **Logo**.
  - Work on your **Script**

### **Learning Target:**

- I can create an innovative idea for a new product.



# Today's "Plan" — Wednesday February 7, 2024

## 7<sup>th</sup> STEAM

### Attendance/Schoology **Quiz #2: Pitches**

- Another Logos Blooket
- Video: Worst Inventions
- Continue Designing a Better Backpack
- Reminders on Making a Pitch
  - Video: More Billy Mays!
- These assignments should be turned into Schoology:
  - **Backpack Brainstorm List**
  - **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
  - Begin coming up with a catchy name and a **Logo**.
  - Work on your **Script**

### **Learning Target:**

- I can create an innovative idea for a new product.

# Today's "Plan" — Freyday February 9, 2024

## What you will be graded on:

- **Pattern**: Did you follow the 4 step pitch format or have an organized approach to your presentation?
- **Language/Word Choice**: Do you use engaging word choice and speak well?
- **Details**: Do you give appropriate details to elaborate on you key selling points?
- **Multiple Perspectives**: Does your product appeal to a wide/certain target audience? Would it sell???
- **Appearance/Quality**: Is your video edited well? If you are doing it live, do you have an effective slideshow to supplement your presentation?

## Learning Target:

- I can create an idea for a new product.

# Today's "Plan"—Tuesday February 13, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Brain Stretcher

Check grades

- Was anybody gone yesterday? If so, get answers from Frey.
- Finish MythBusters video from yesterday.
- These assignments should be turned into Schoology:
  - **Backpack Brainstorm List**
  - **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
  - Begin coming up with a catchy name and a **Logo**.
  - Work on your **Script**
  - Construct your **Final Backpack Presentation** (either a video or a presentation which will be shown while you do your pitch live).

### **Learning Target:**

- I can create an innovative idea for a new product.



Go to Schoology. **Quiz: Myth Busters**

This is a summative quiz, so there should be absolutely no talking.

Use your handout from yesterday to help you.

**Learning Target:**

- I can create an innovative idea for a new product.

# Today's "Plan"—Tuesday February 13, 2024

## 8<sup>th</sup> STEAM

### Attendance/Check Grades

- Was anybody gone yesterday?
  - If so, get answers from Frey
- Finish MythBusters video from yesterday.
- These assignments should be turned into Schoology:
  - **Backpack Brainstorm List**
  - **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
  - Begin coming up with a catchy name and a **Logo**.
  - Work on your **Script**
  - Construct your **Final Backpack Presentation** (either a video or a presentation which will be shown while you do your pitch live).
- Do presentations!

### **Learning Target:**

- I can create an innovative idea for a new product.

Go to Schoology. **Quiz: Myth Busters**

This is a summative quiz, so there should be absolutely no talking.

Use your handout from yesterday to help you.

**Learning Target:**

- I can create an innovative idea for a new product.



# Today's "Plan"—Wednesday February 14, 2024

## 6<sup>th</sup> & 7<sup>th</sup> STEAM

Attendance/Brain Stretcher

Video: Top 10 Inventions by Kids

These assignments should be turned into Schoology:

- **Backpack Brainstorm List**
- **Selling Points** (come up with 4-5 key things that are going to make your product unique from others).
- Begin coming up with a catchy name and a **Logo**.
- Work on your **Script**
- Construct your **Final Backpack Presentation** (either a video or a presentation which will be shown while you do your pitch live).

### **Learning Target:**

- I can create an innovative idea for a new product.

# Presentations Grading

## What you will be graded on:

- **Pattern**: Did you follow the 4 step pitch format or have an organized approach to your presentation?
- **Language/Word Choice**: Do you use engaging word choice and speak well?
- **Details**: Do you give appropriate details to elaborate on you key selling points?
- **Multiple Perspectives**: Does your product appeal to a wide/certain target audience? Would it sell???
- **Appearance/Quality**: Is your video edited well? If you are doing it live, do you have an effective slideshow to supplement your presentation?

## Learning Target:

- I can create an idea for a new product.

# 4 Steps To Writing a Script for your Pitch

## 1. Hook

- a) How are you going to “grab” your audience?
- b) First few seconds is all you have to keep people engaged.

## 2. Introduction

- a) Who are you?
- b) What is your product and why is it significant?

## 3. Body

- a) Now you get into the details about your product.
- b) This is where you explain your key selling points.

## 4. Call to Action

- a) Give them a reason to act NOW.
  - a) “Order now, and receive a 2<sup>nd</sup> one absolutely free!”
  - b) “Order now, and receive a 25% student discount!”

## Learning Target:

- What are the steps to use in writing a successful script for my pitch?

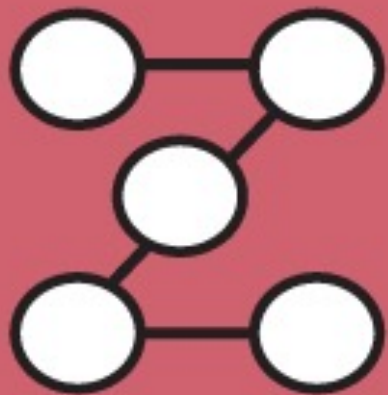


These assignments should be turned into Schoology:

- Have a catchy name and a **Logo**.
- Write out your **Script**
- Do your **Final Backpack Presentation**
  - This is either presented live (so you will have a slide presentation on the TV as you talk) or you can make a video.

**Learning Target:**

- I can create an innovative idea for a new product.



**Patterns**



**Language  
of the  
Discipline**



**Details**



**Multiple  
Perspectives**

# Today's "Plan"—Wednesday February 14, 2024

## 8<sup>th</sup> STEAM

### Attendance/Brain Stretcher

- Was anybody gone yesterday?
  - If so, get answers from Frey
- Finish MythBusters video from yesterday.
- Finish presentations!
- Begin cantilever bridges!

### *Learning Target:*

- I can create an innovative idea for a new product.